



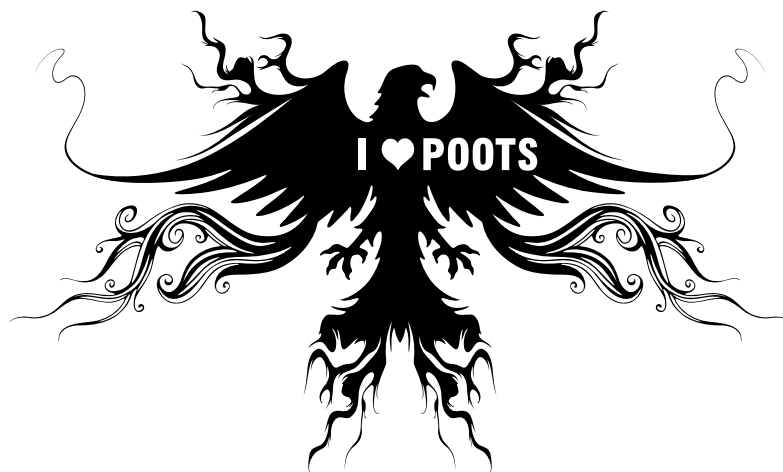








# ART OF DEATH



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**Sculpture**

Jacques-Alexandre Gillois

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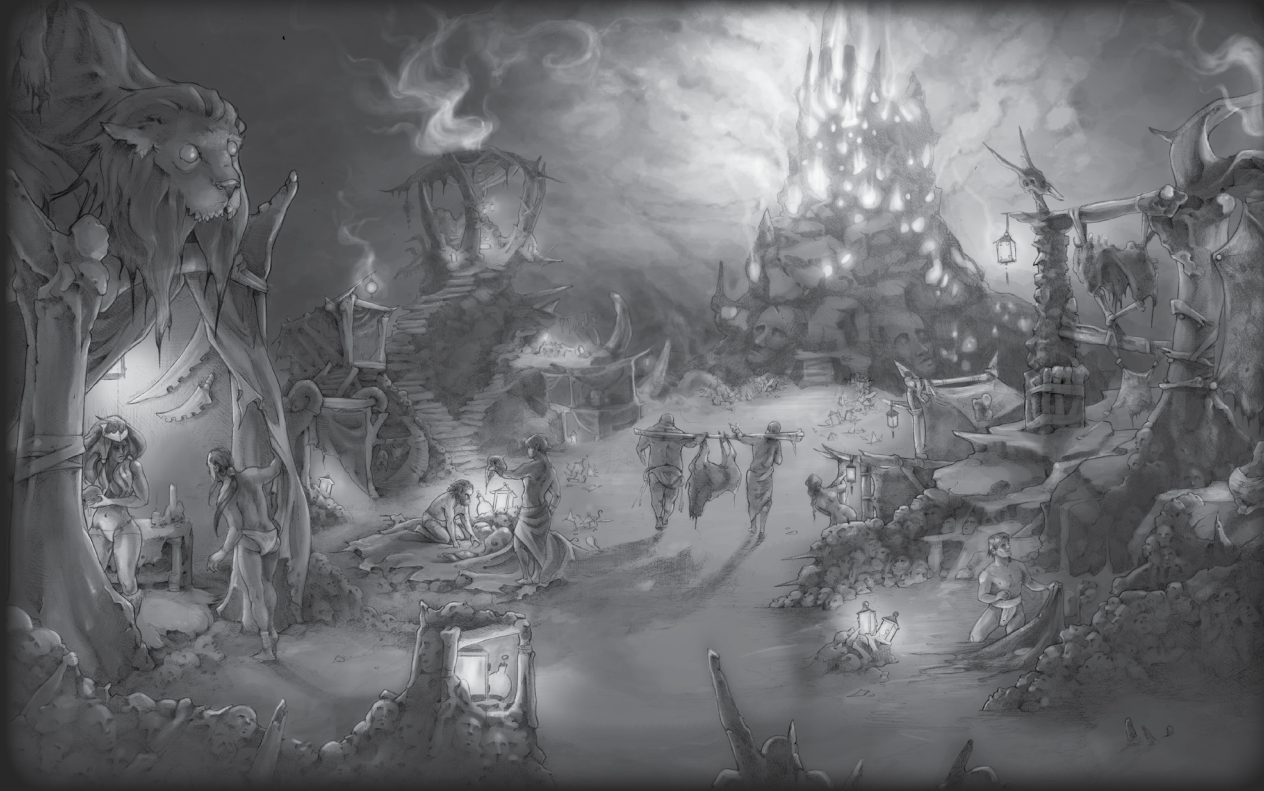
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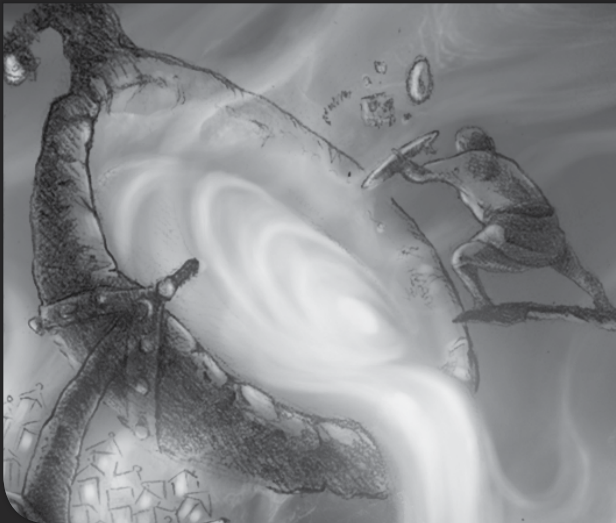




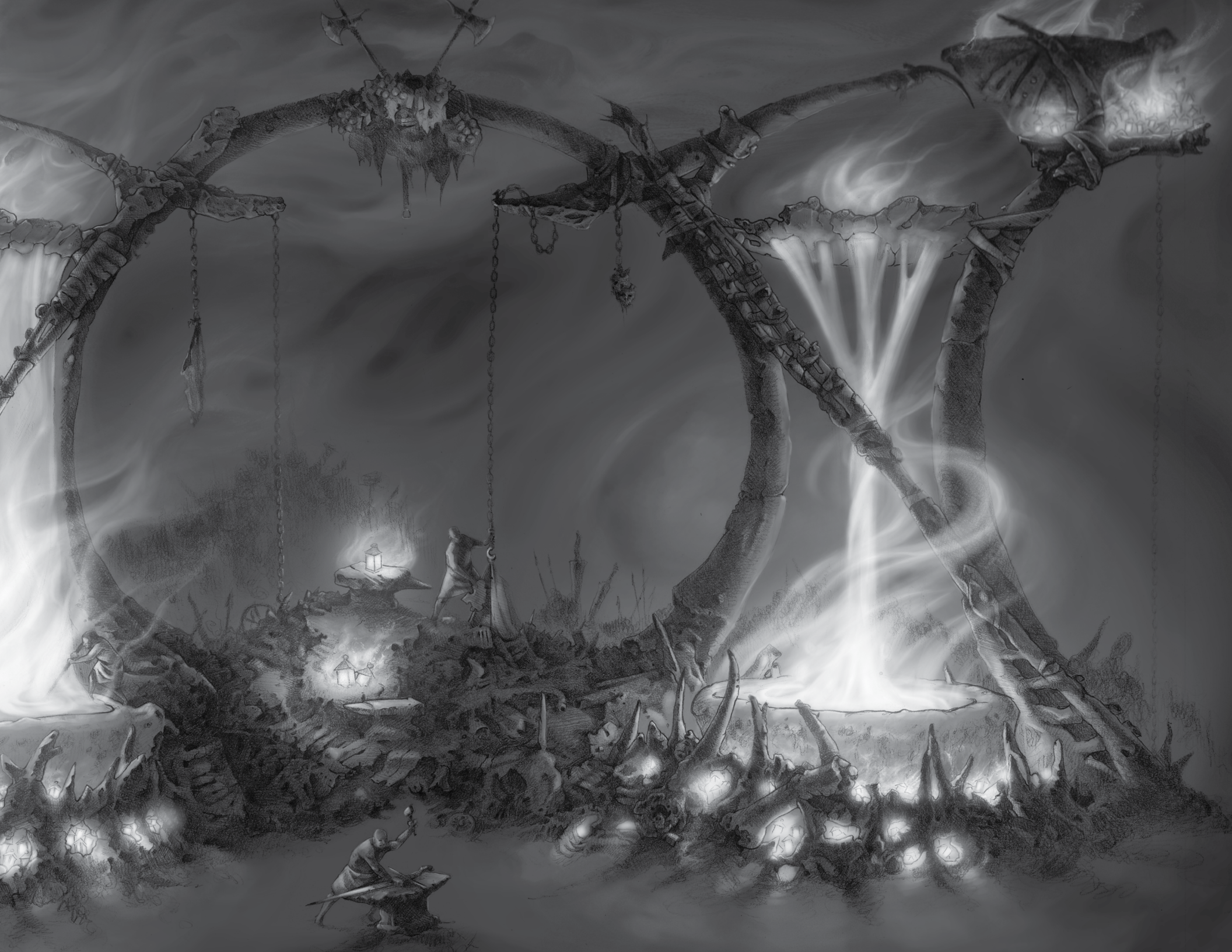
## Settlement Locations

## The Blacksmith

The settlement locations are based on the artwork used for our first t-shirt that was part of our Kickstarter campaign. The shirt depicts a survivor with a lantern and the head of the Twilight Knight in their lap. A murky darkness encroaches from all sides. It was meant to feel hopeless. I loved the style, which was done in charcoal (illustration on page 40). So, Melissa Curtain and I set out to emulate that for the settlement locations.











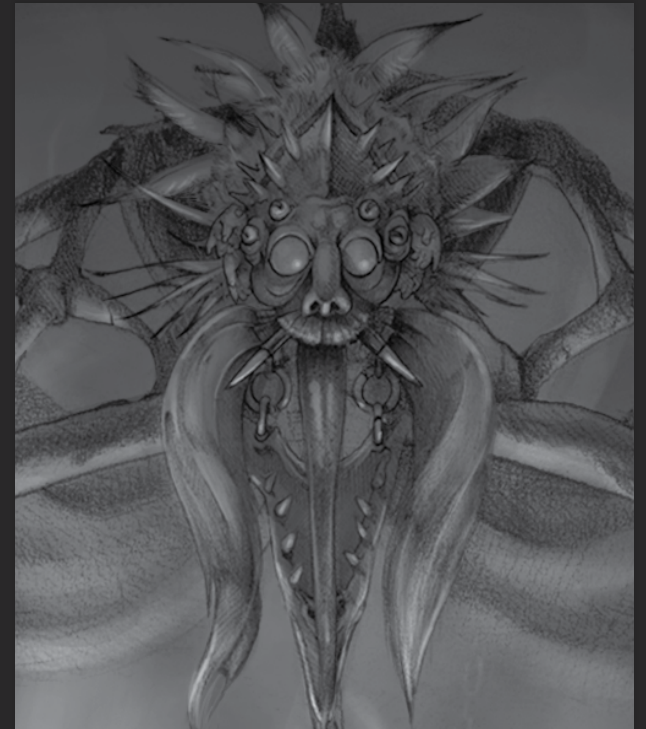
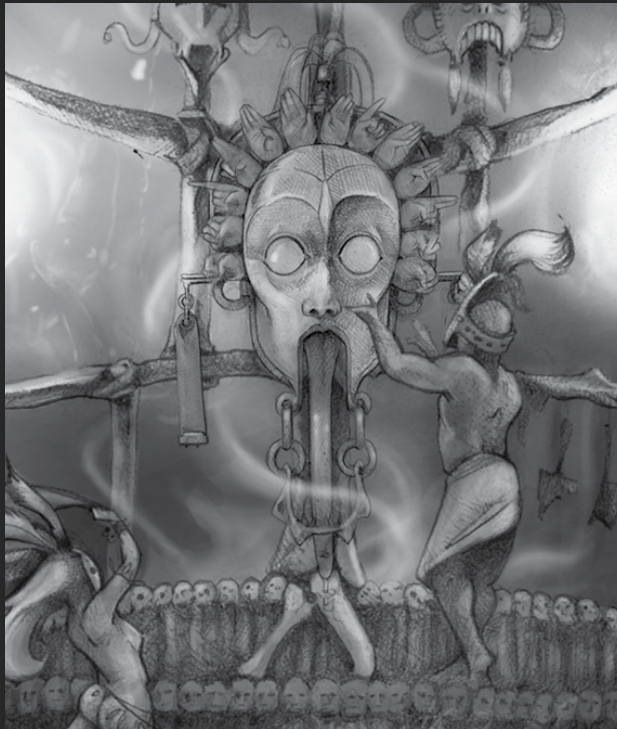


## Barber Surgeon



It was important that each piece of art connected with other elements of the game and that they also seemed functioning. You'll notice a Lantern Oven above, as well as some other tidbits.

## Mask Maker



The masks were all designed first (by Melissa as well!) and then we created the structure the survivors mount them on.





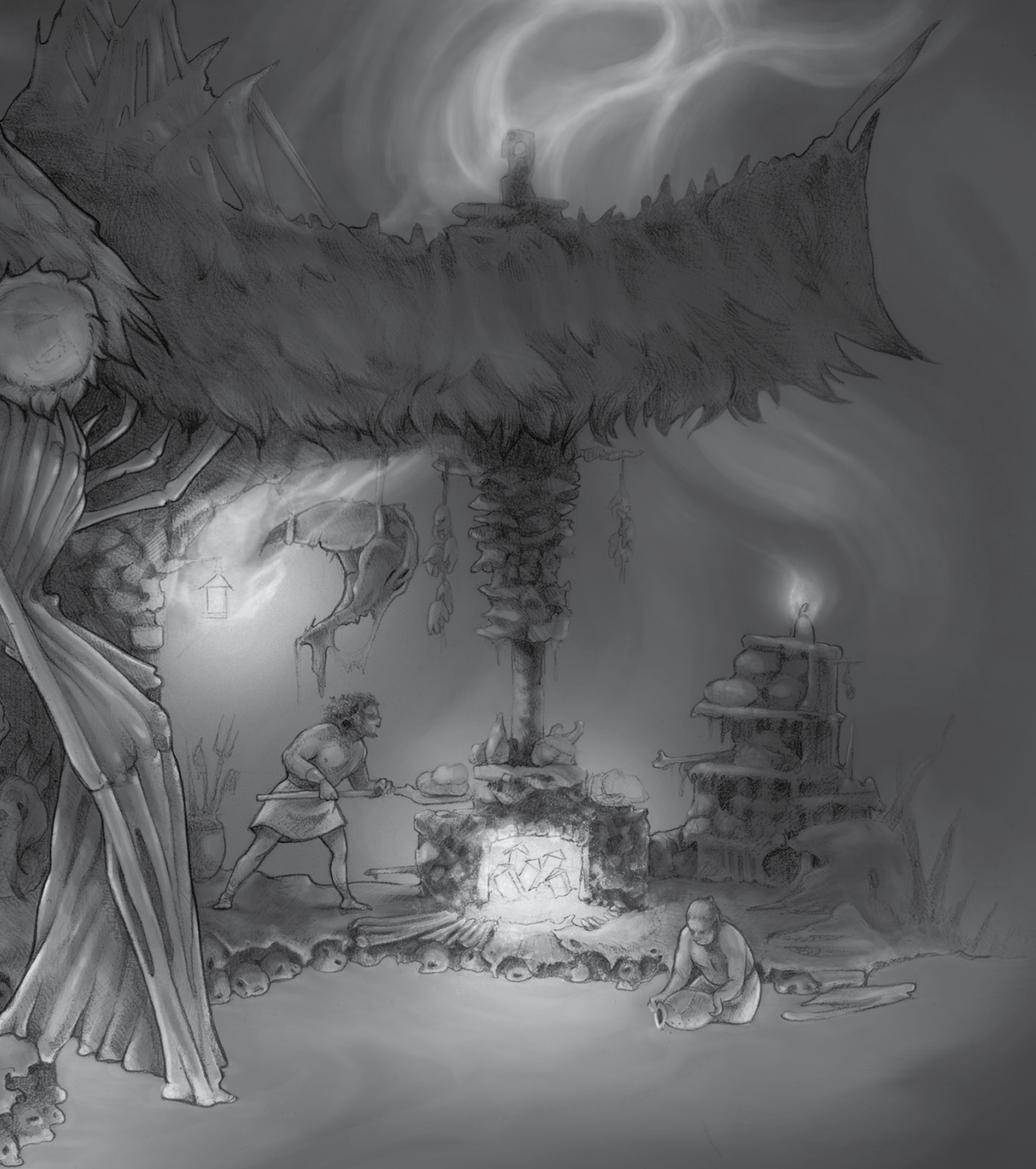






## Plummery

The the center here is my favorite part. The Phoenix is a monster that manipulates time which leads to all sorts of strange in-game situations; children older then their parents, weapons unmade and survivors gaining understanding from lifetimes they won't live. I like to imagine the survivors gathering around there to share their experiences, trying to find some sort of solace in the unique situations it presents.

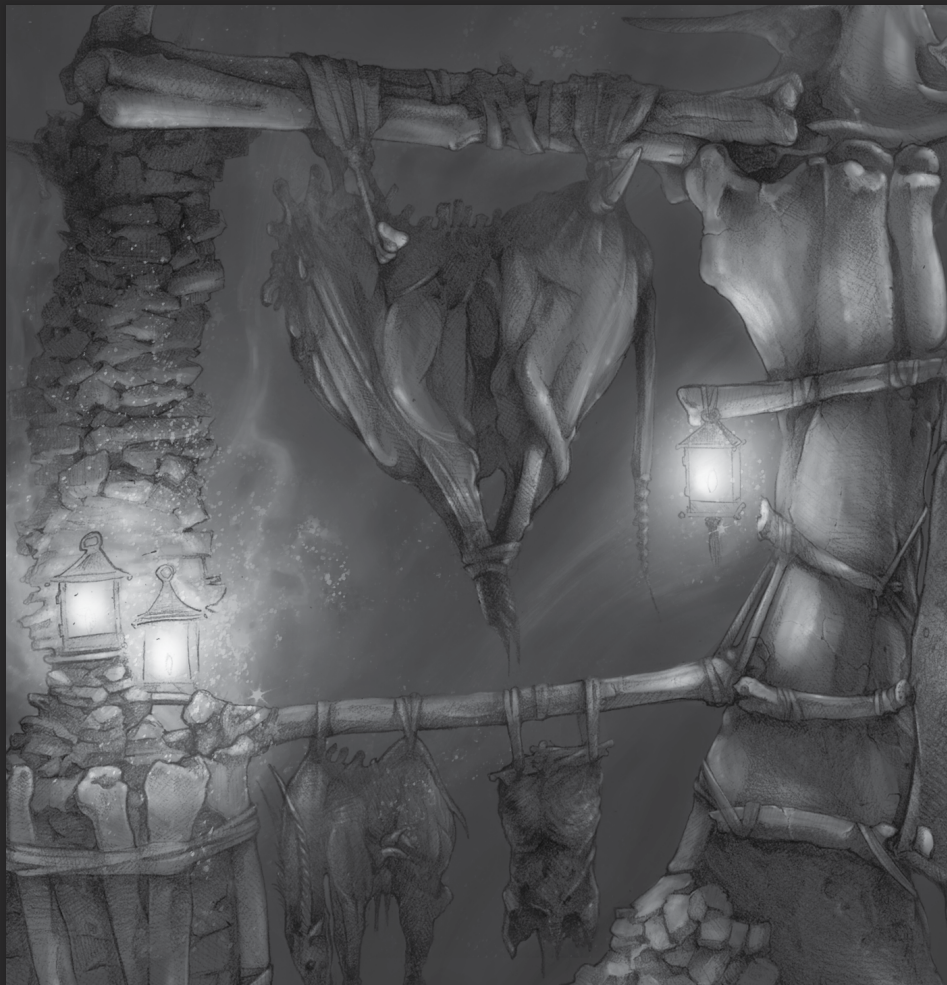




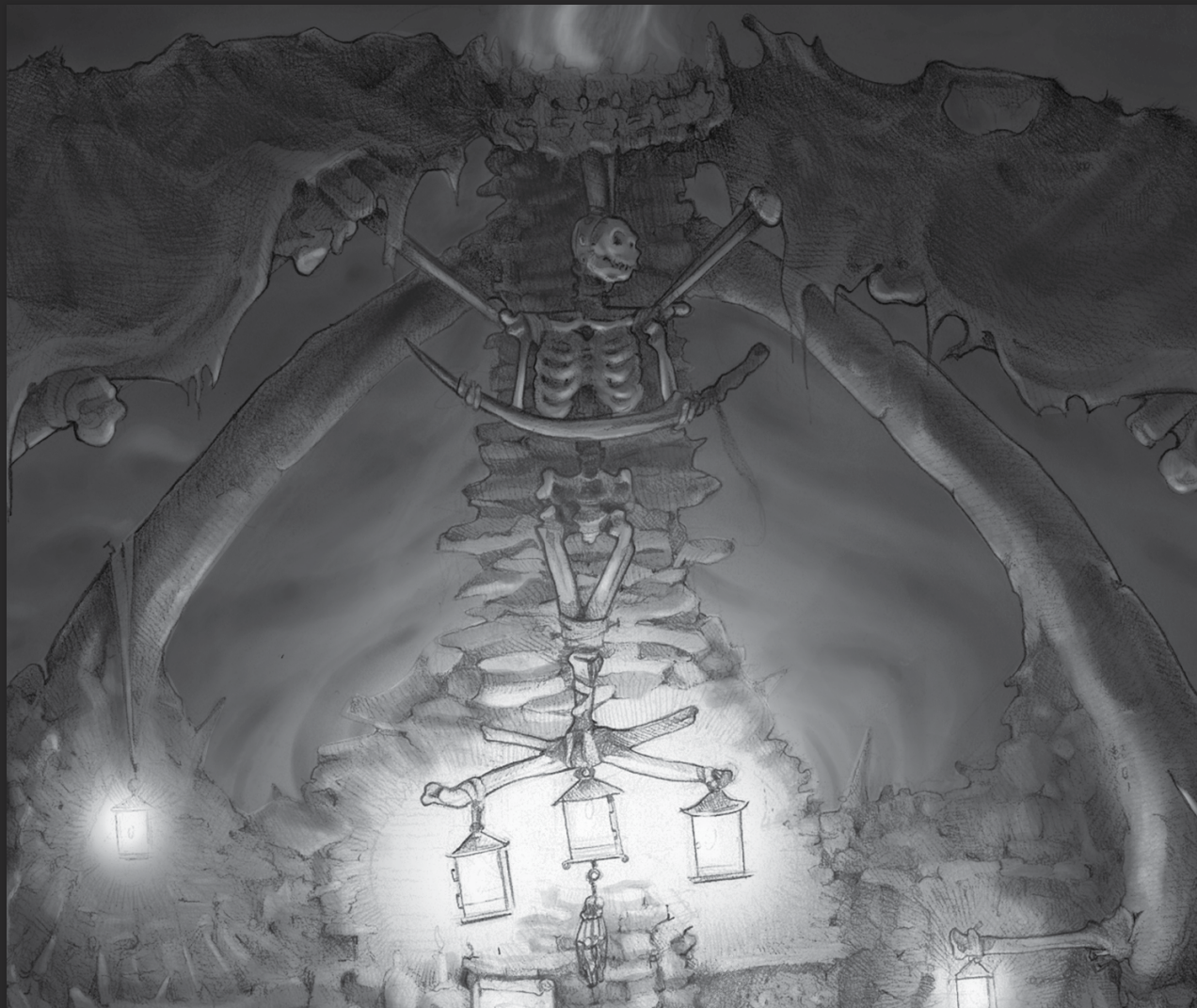




## Leather Worker



## Weapon Crafter















# Catarium

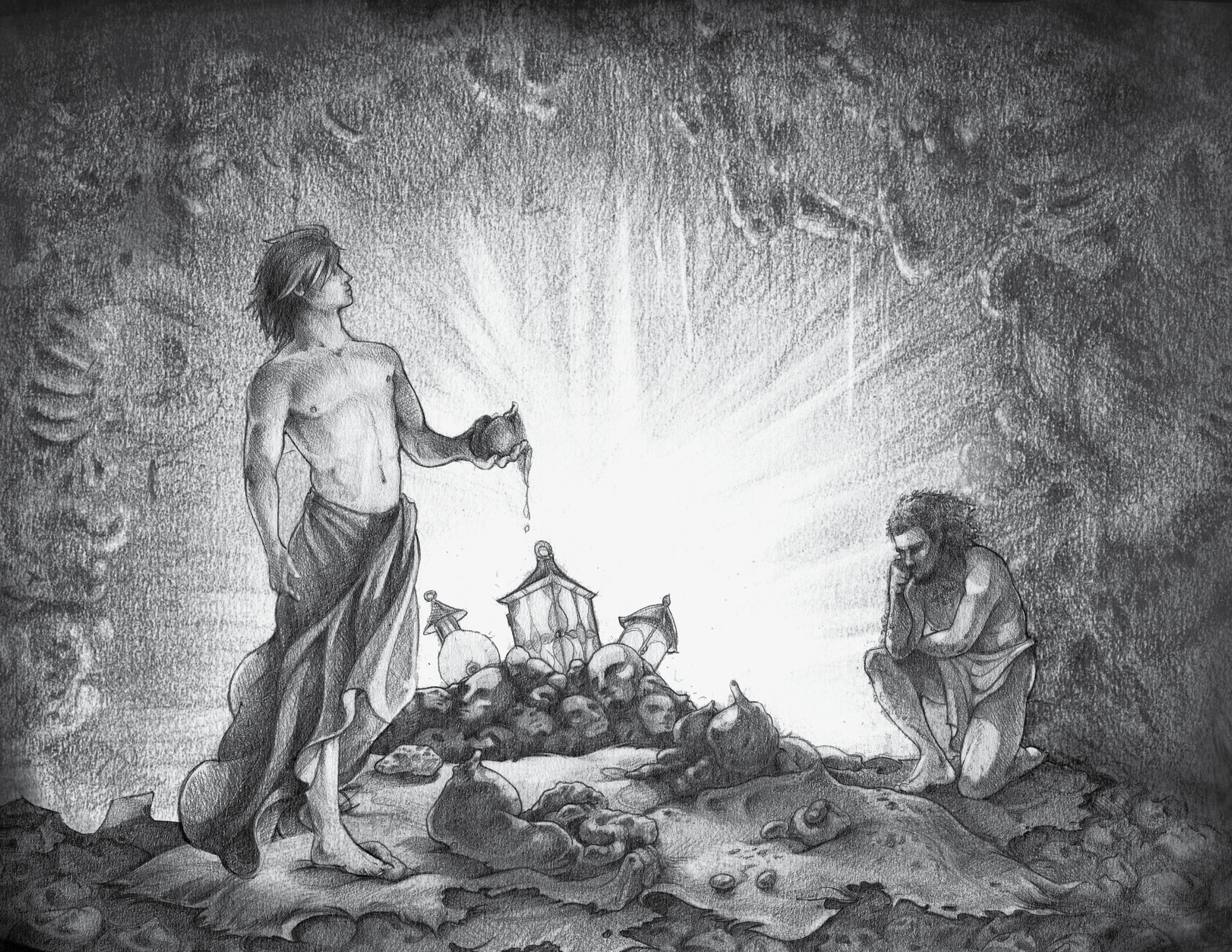






To this day, the Catarium remains one of favorite illustrations. It really hit that mixed note of worship and science I was striving for. I wanted the survivors to feel "obsessed" with survival and in my mind that means art and facts get pretty blurred as a budding civilization does anything it can to exist.

















## Exhausted Lantern Hoard















Monsters









The monsters in Kingdom Death are very special. With the design of each one, I spent countless hours researching and thinking about that monster's place in the world as a whole. I wanted to know every detail about it and its life cycle, before I felt confident shaving off everything but the very best nuggets to present to the players. Since the Monsters are a major part of how players experience the game, I wanted to ensure that their "story" was layered. As you hunt and battle them, draw their resources, and interact with their related story events and settlement locations a much more developed sense of who they are comes into focus. The monsters carry so much of the story and I wanted to ensure the players experienced it, instead of just telling them in long passages of text.

#### The Hand

Zeen

A more "work safe" version appears in the Monster rulebook. Here, we have the unedited version.

#### The Butcher

DCW

This is the full illustration, whereas the one appearing in the Monster rulebook has been cropped.









## The Watcher

Danny Cruz

An unused illustration of the settlement fighting the Watcher.



## Monster Concept Art

### White Lion

Caitlin Hackett



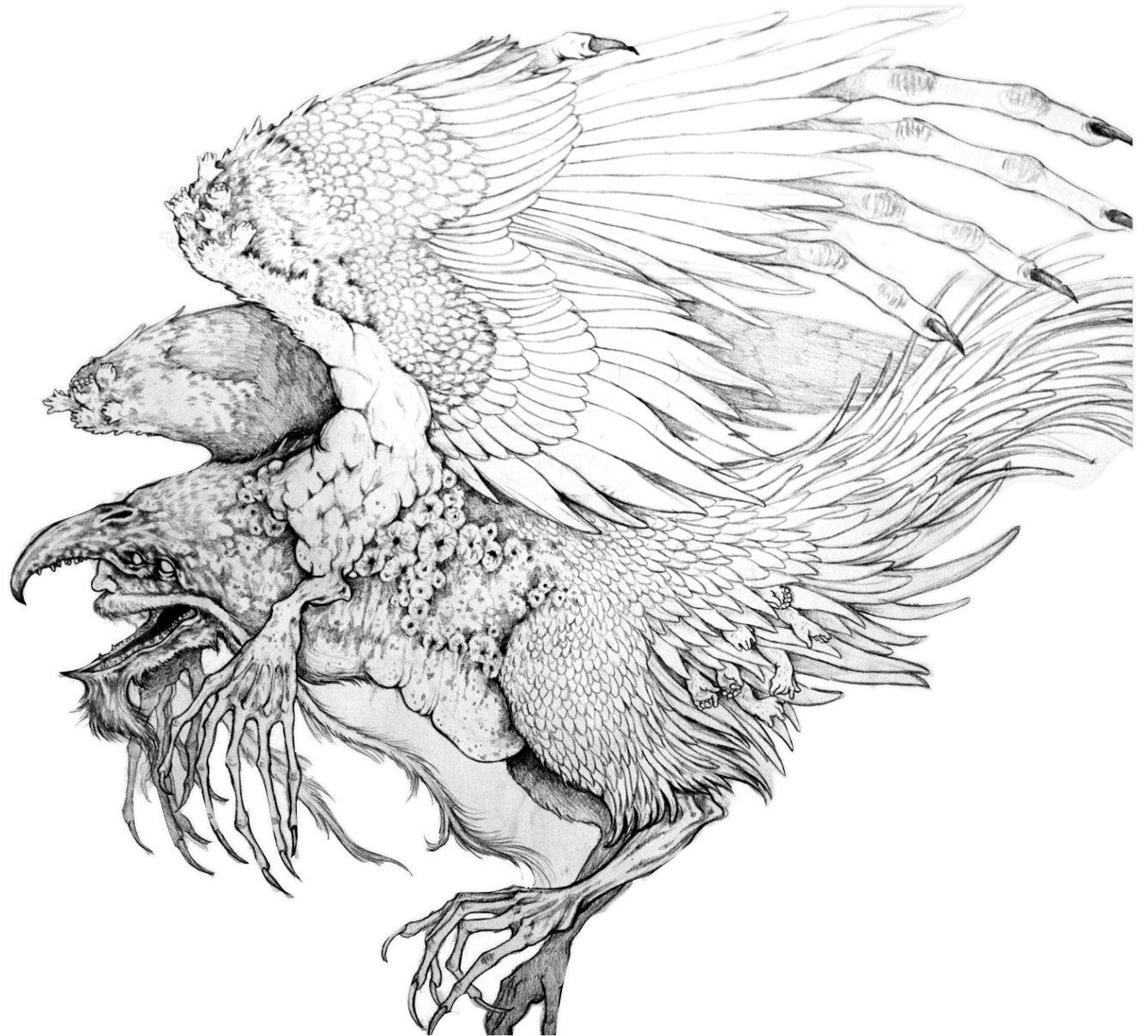
### Screaming Antelope

Caitlin Hackett



# Phoenix

Caitlin Hackett











## Story Events









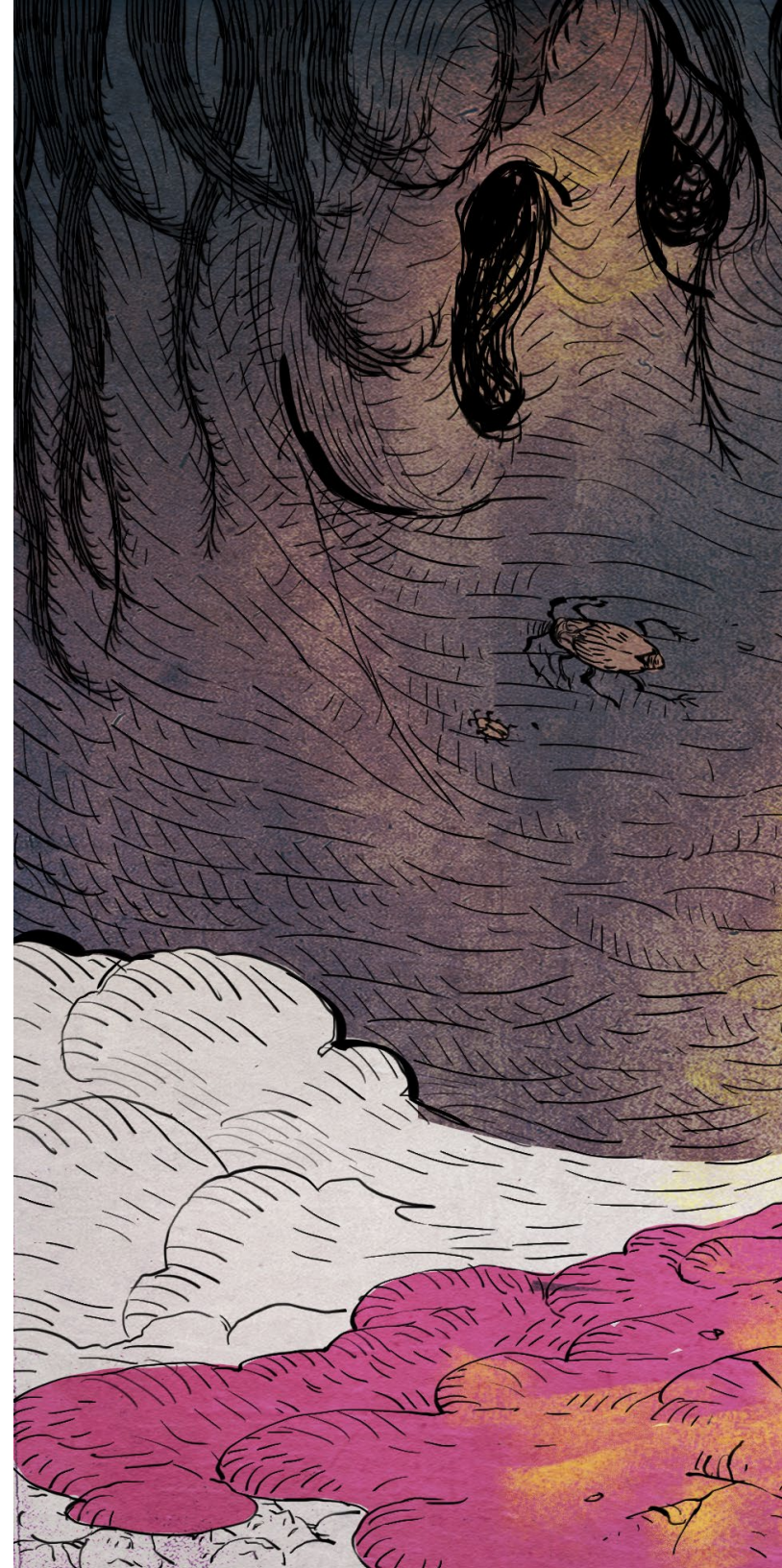
## Herb Gathering

Lokman Lam

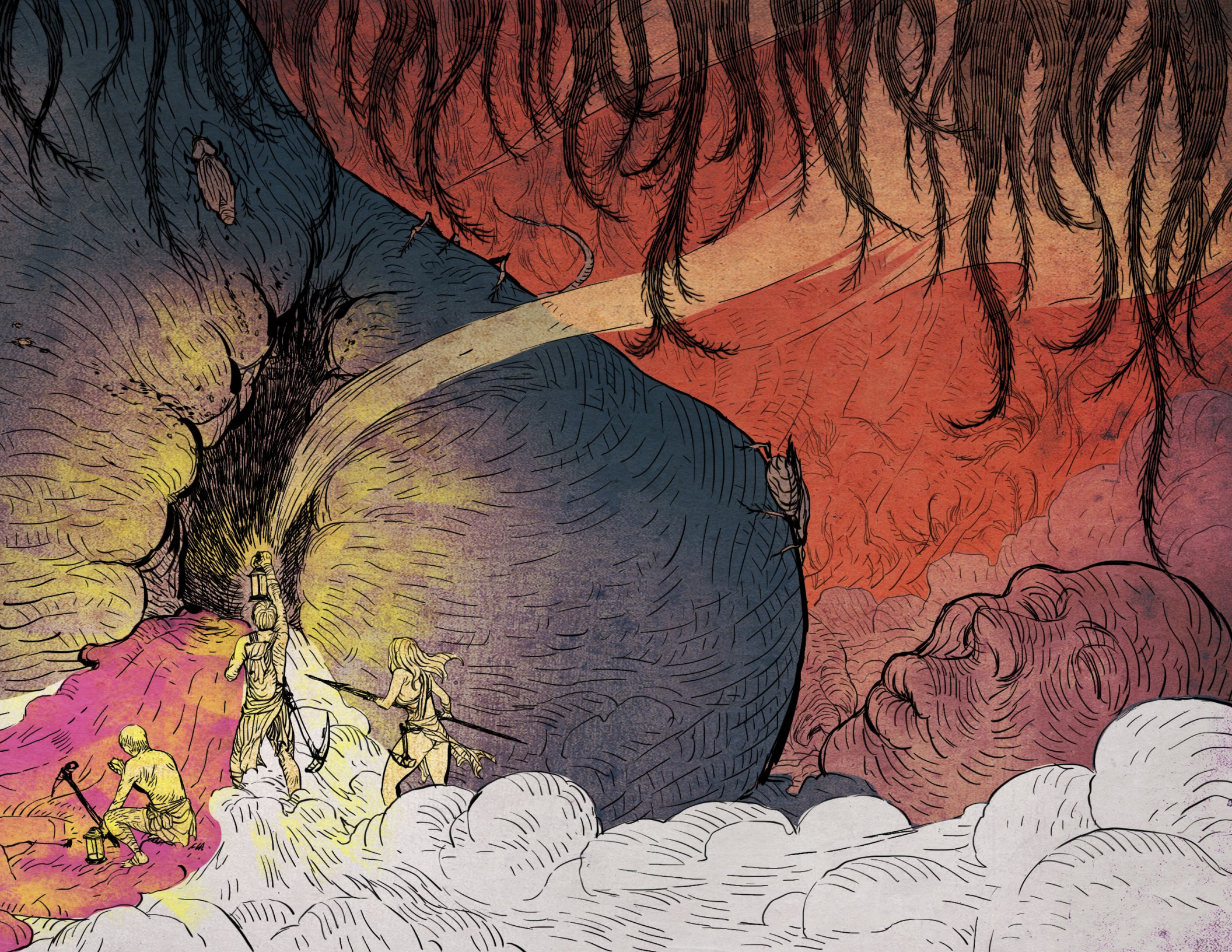


# Mineral Gathering

Lokman Lam

















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## Overwhelming Darkness

Zeen

## Legendary Lungs

Zeen















## King's Curse

Zeen



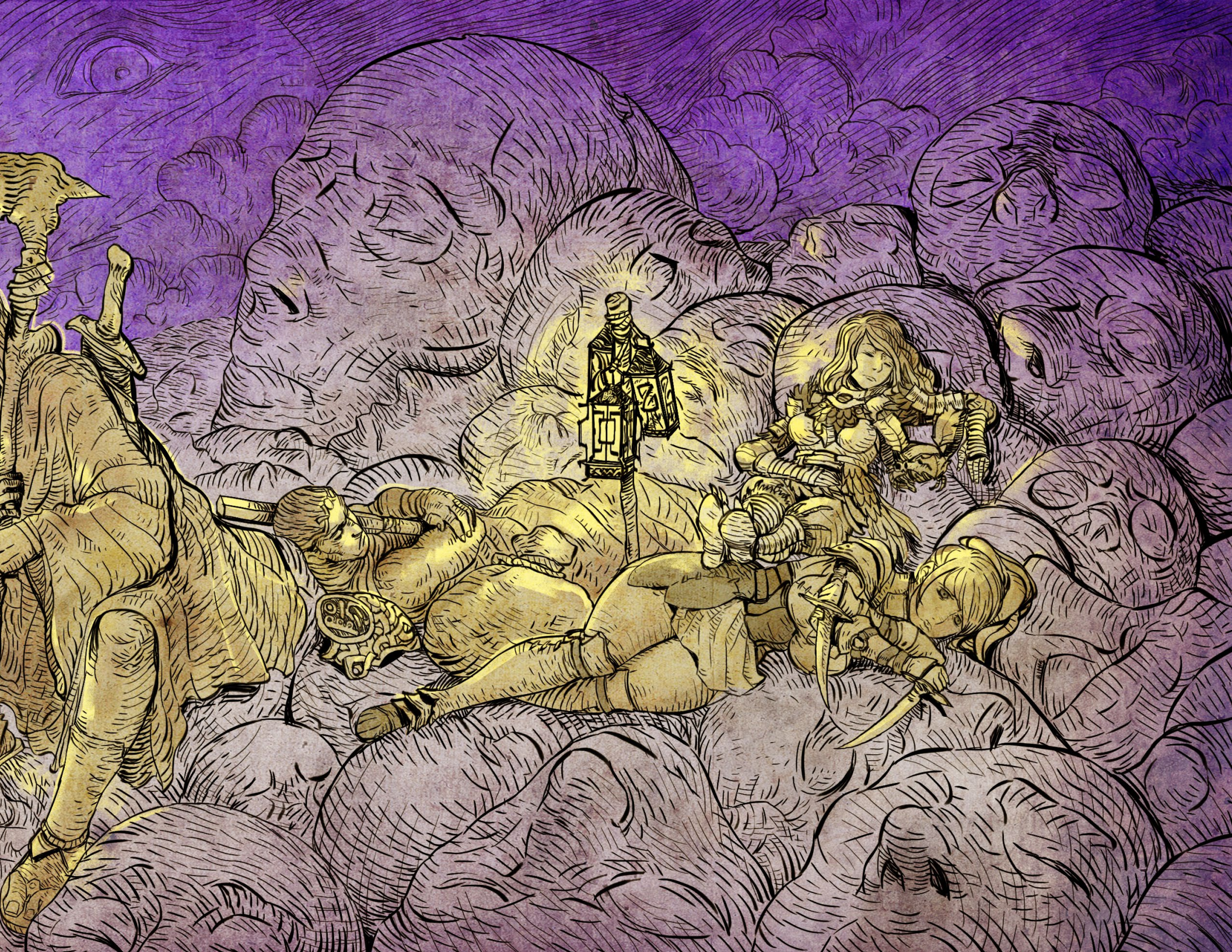
Originally, this illustration was planned for a story event called “rest” that would trigger during the hunt phase. We scrapped it in early play-testing and instead used the artwork for the Hunt Phase section of the main rules.

## Hunt Phase

Lokman Lam















A story event for a monster that never came to be. This illustration was instead used for the Showdown Phase section of the main rulebook.

## Showdown Phase

Zeen



# Age

Lokman Lam















## Savior Dreams

Zeen

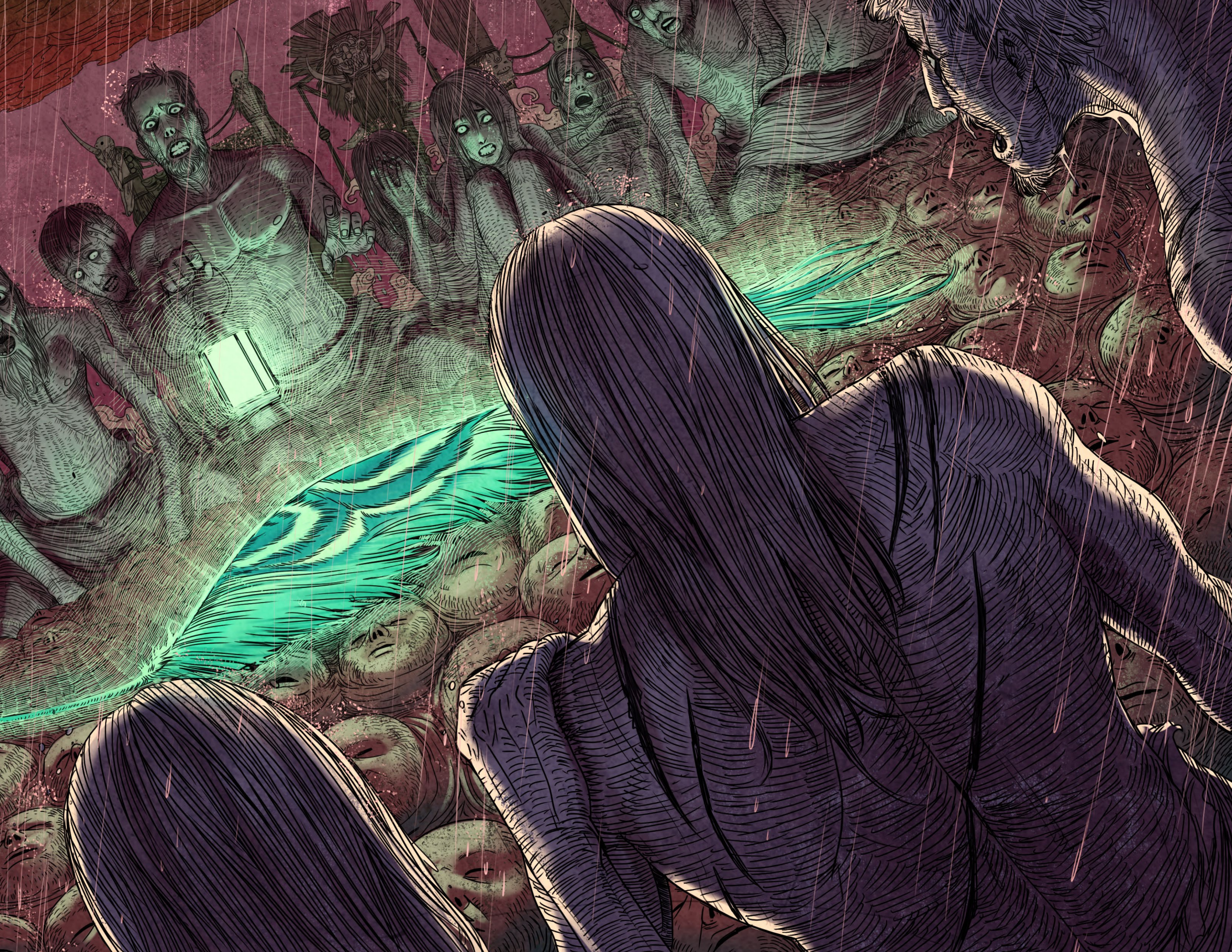


# Fallen Feather

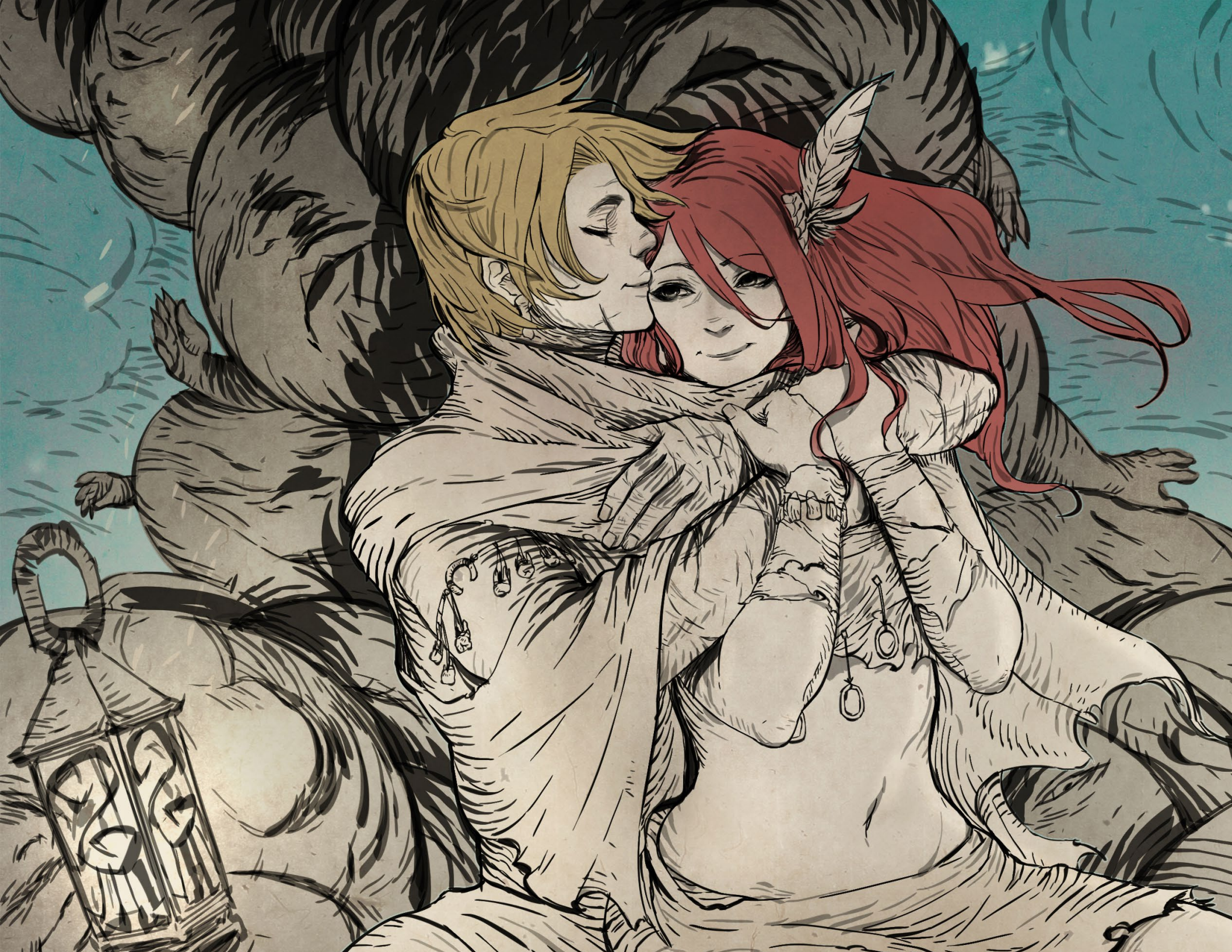
Zein















## Intimacy

Lokman Lam









## Stonework and Illustration Rules

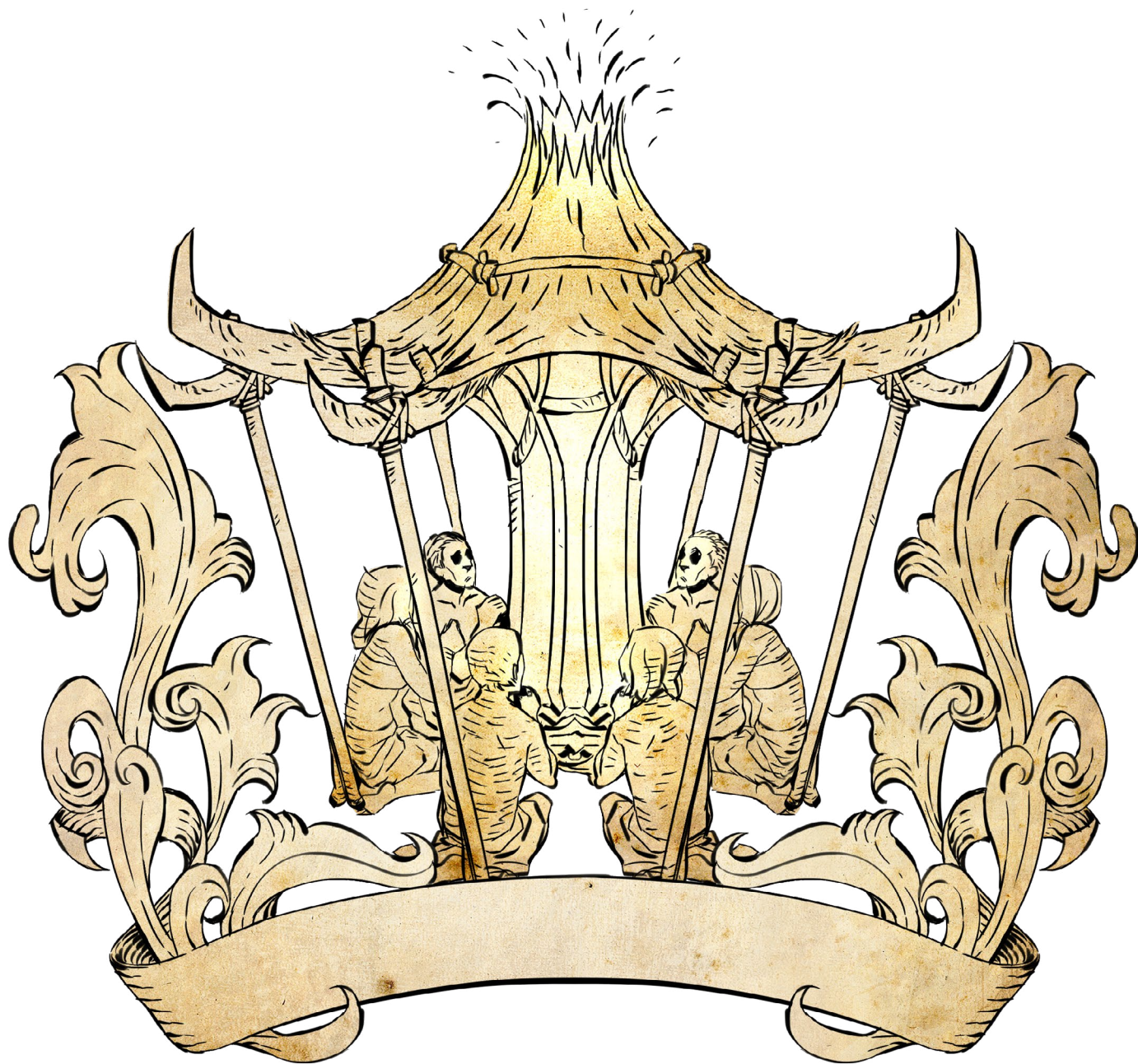


## Classical Influence and Illustrating Rules

I wanted to ground all of the game art with a timeless quality. I felt this would draw players into a dawn of civilization feel and help guide their imagination; as they see their survivor's go about their lives in a nightmare horror world. We stuck to a simple color palette and gave many of the assets a stone, or crumbling statue vibe.

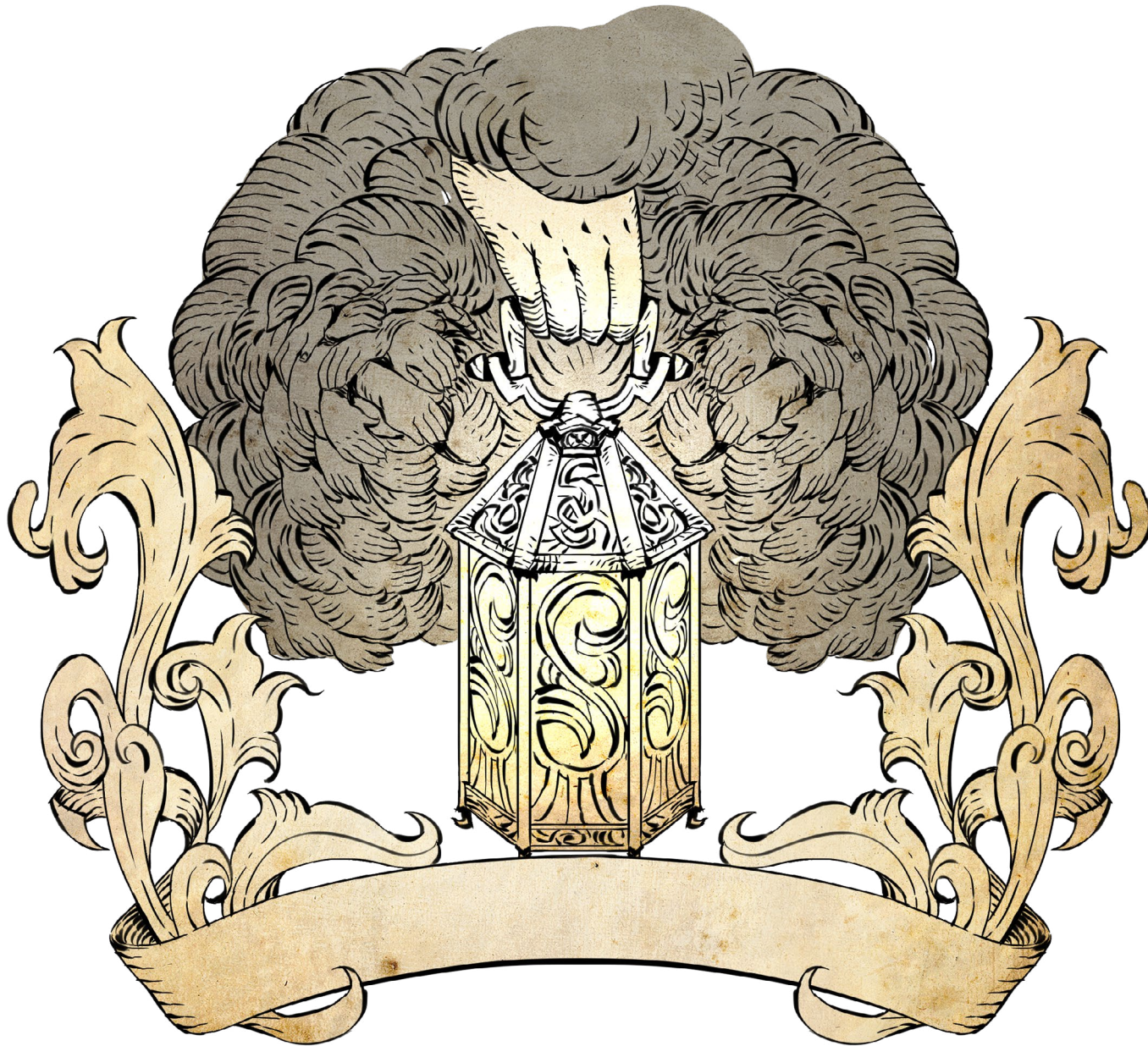
Humor was introduced into the game with the Butcher. Whom Lokman illustrated in a superdieformed style to fit his entire body on the Berserker trait card. It was an awesome way to break up the very heavy tone of the game and I allowed more humor to find its way into the game naturally.





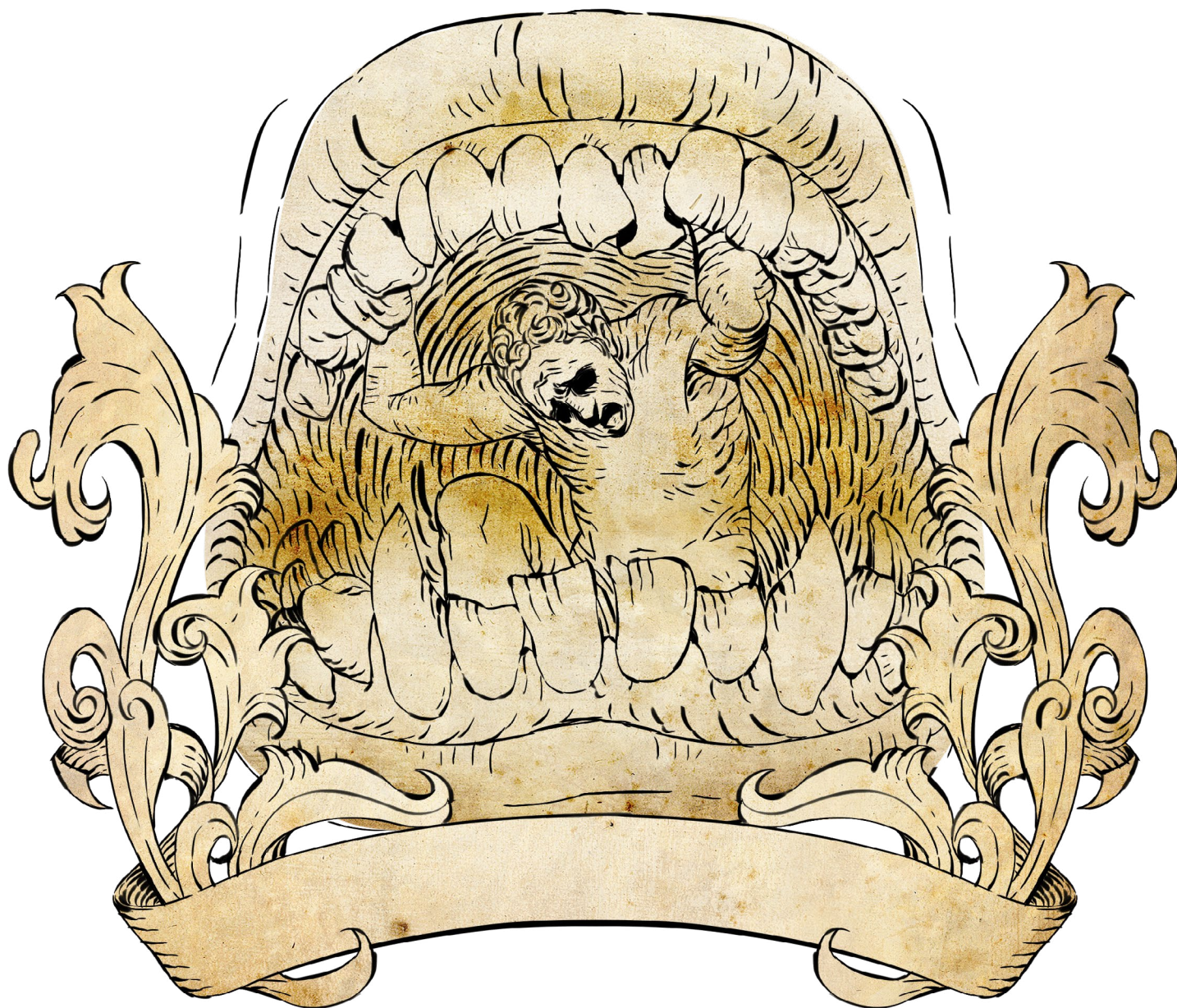
Settlement Phase





Hunt Phase





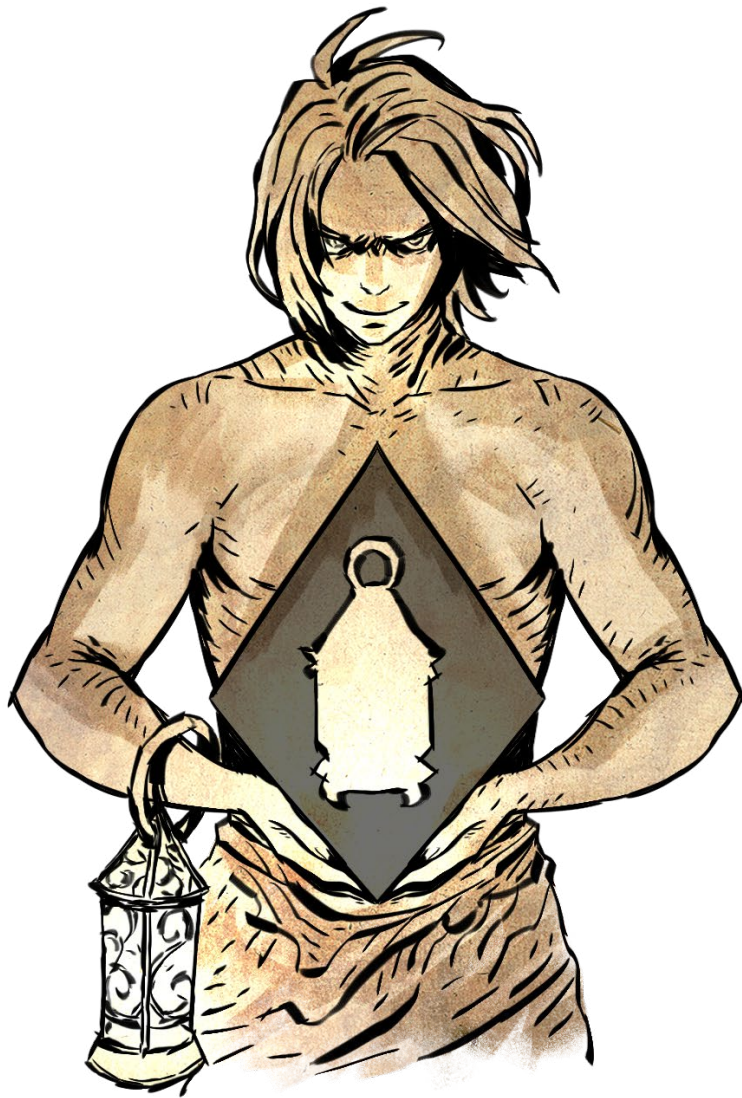
Showdown Phase





Control Generations of Survivors





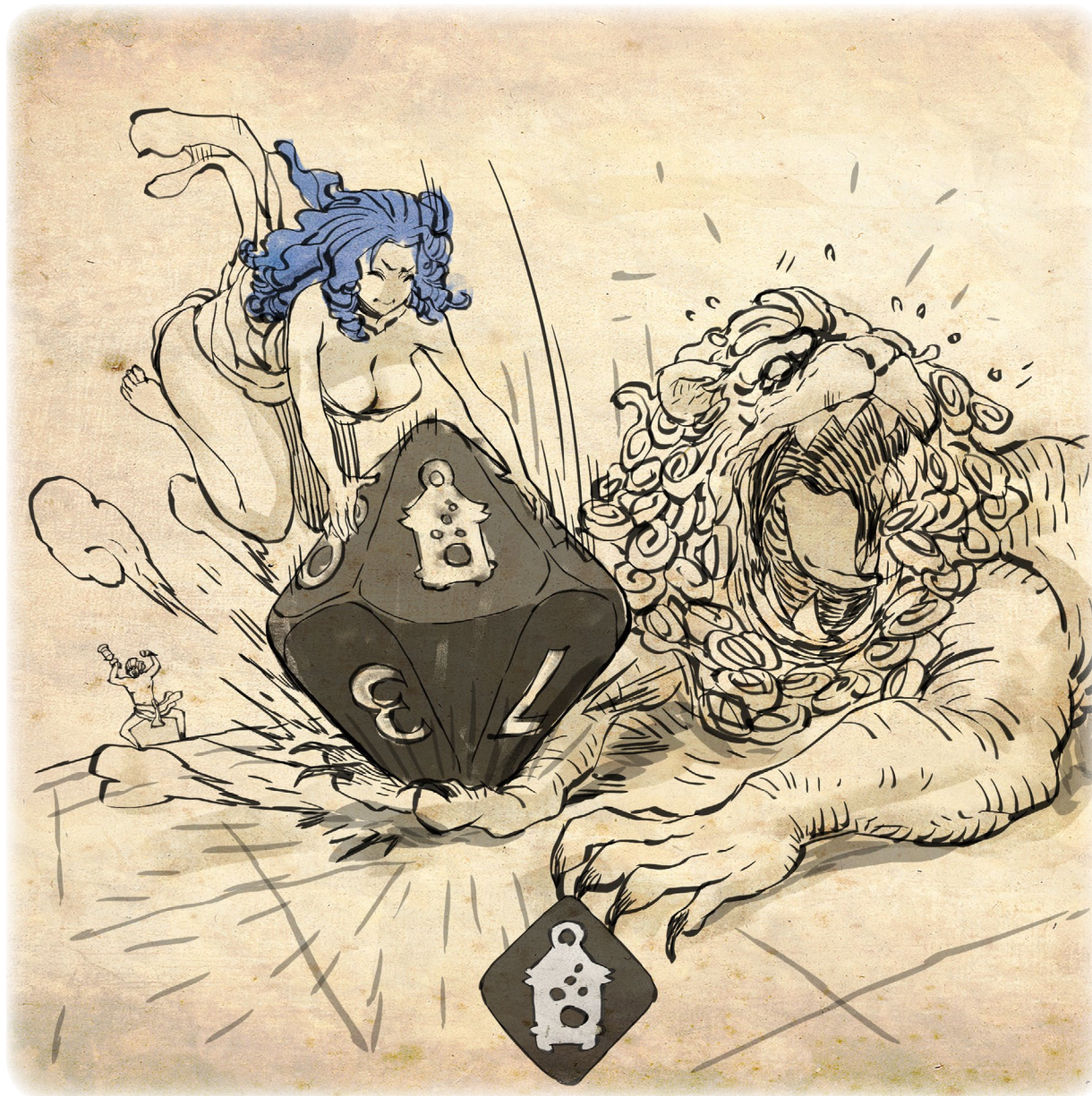
Rolling 10's and 1's





Rolling on Tables





Critical Injury





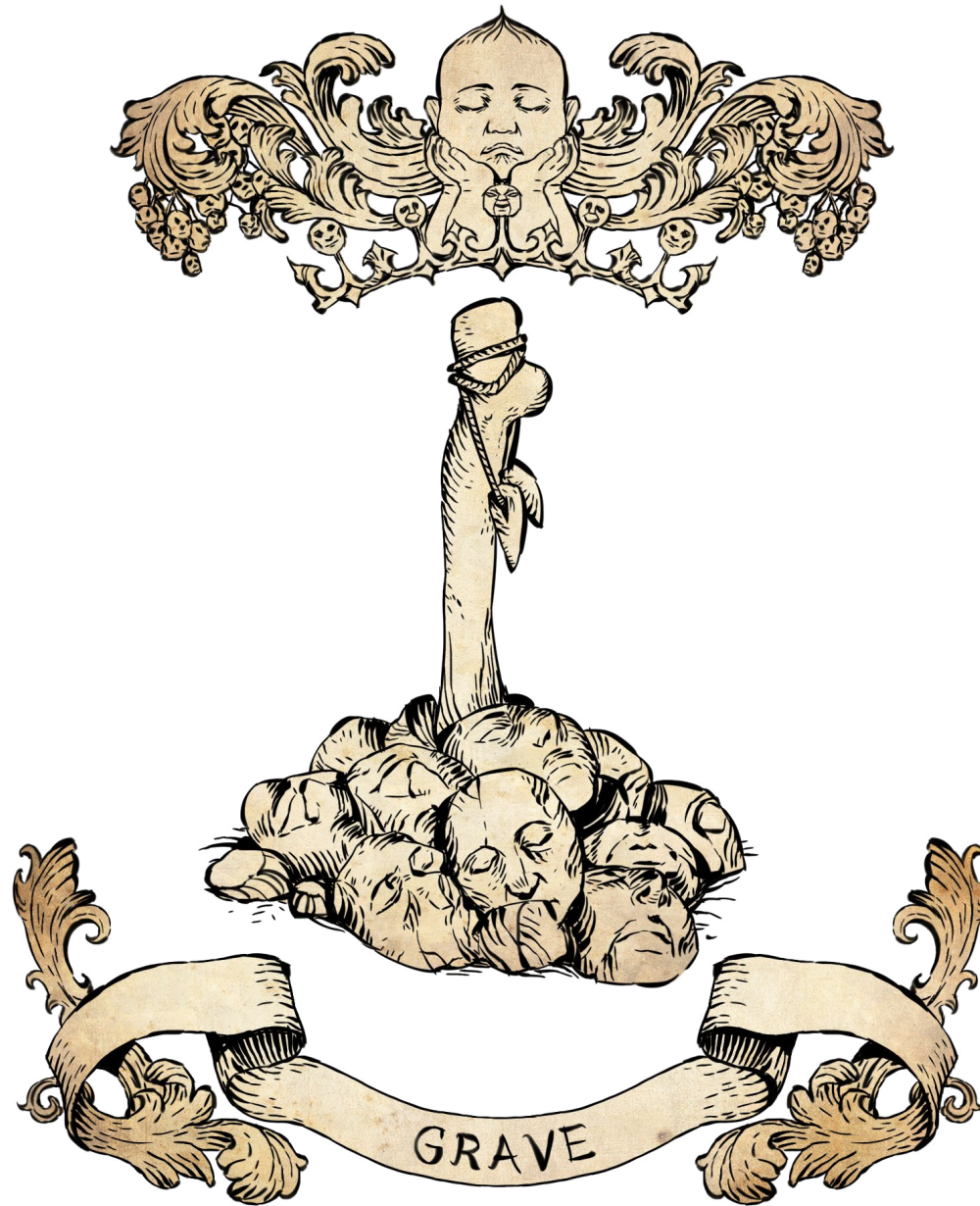
Ghost Step





Frenzied Berserker





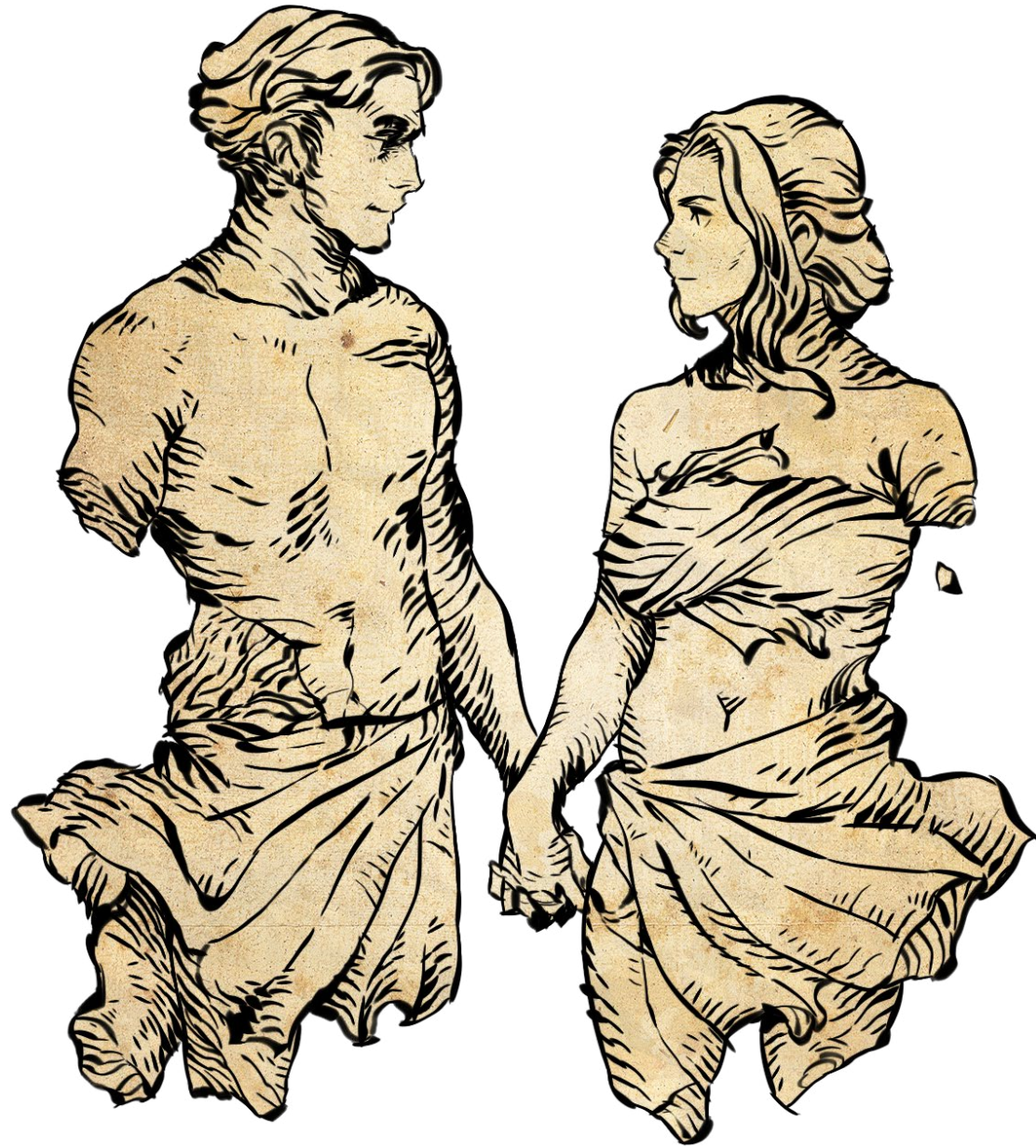
Graves





Clan of Death





Partnership





Stone Column









Armor Sets



## Rawhide Armor





## White Lion Armor





## Leather Armor





## Screaming Fur Armor



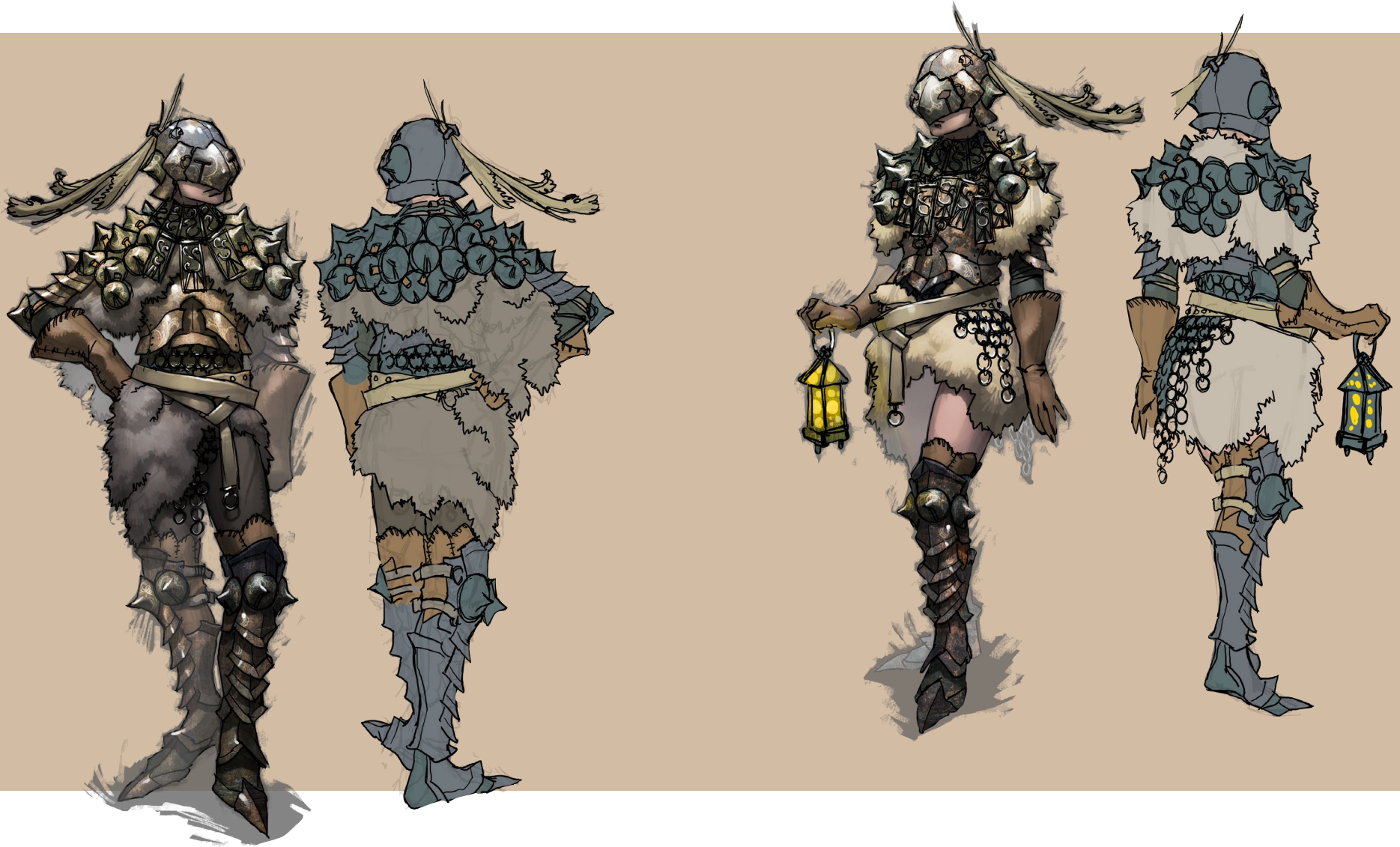


## Phoenix Armor





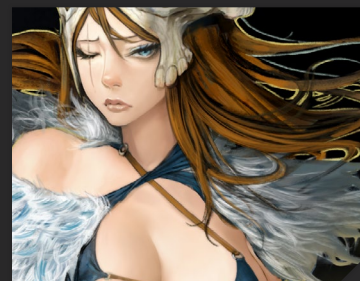
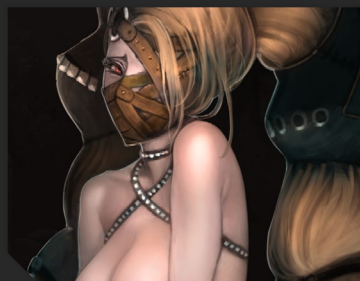
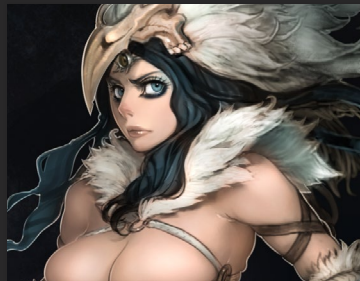
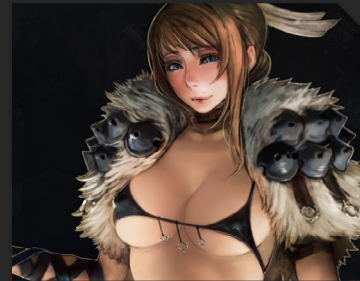
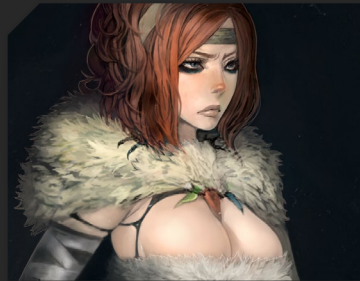
## Lantern Armor











Pinups



## Pinup Leather Queen



The pinups were all illustrated by Hong Kong based artist Lok-man Lam. They are inspired by pinup artwork dating back to 1940's. Each pinup is wearing a playful version of the armor set they were based on. Kingdom Death pinups are not cannon to the game world.



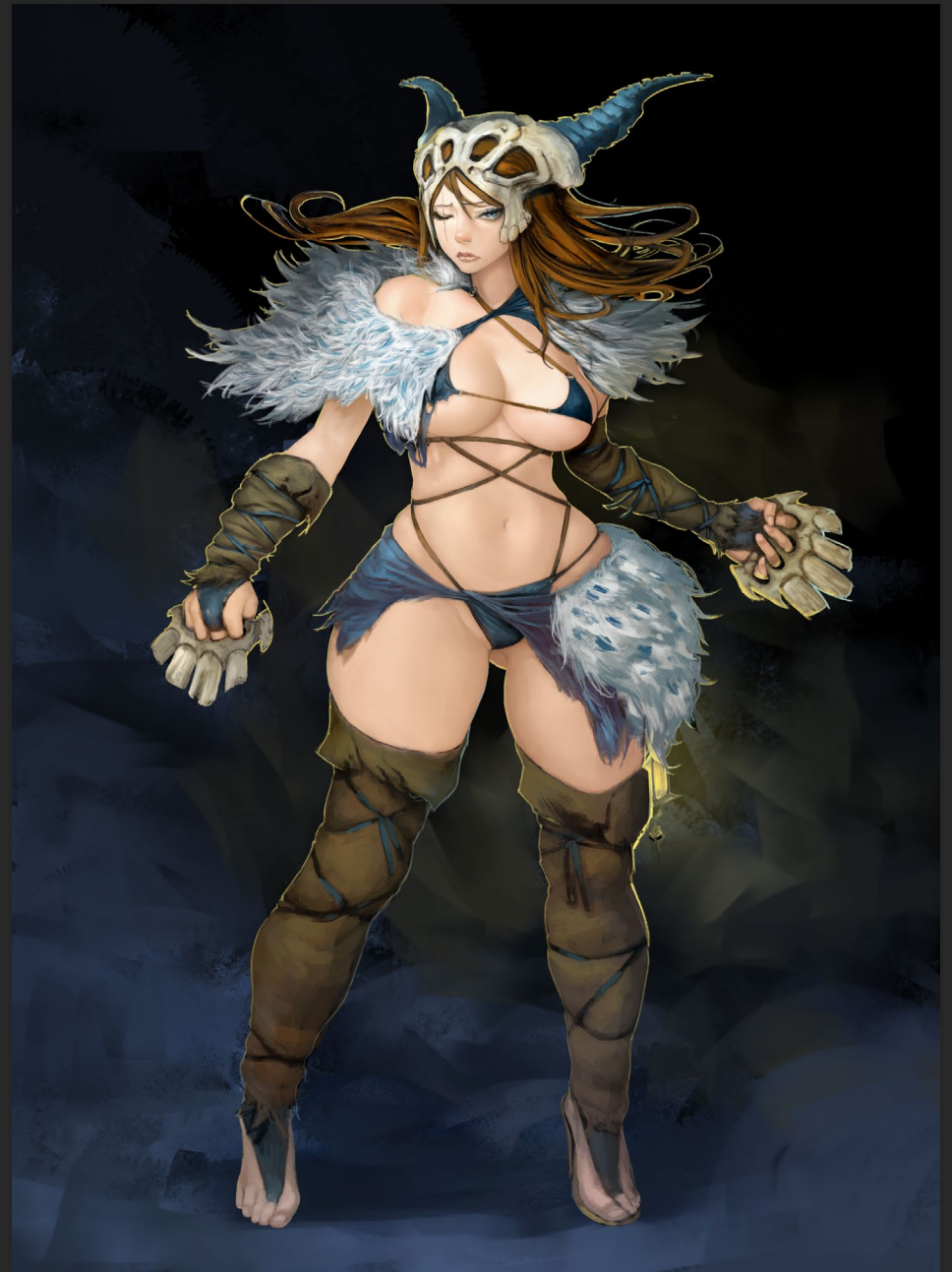
The Leather Queen is used on the Transcended Masochist fighting art included in the Manhunter expansion. I was inspired by this art installation of a man suspended over a massive hand. It was an real man, hanging from hooks for hours! Ouch!



Pinup Phoenix Dancer



Pinup Primal Hunter





Pinup Lantern Armor



Pinup Rawhide Dame





## Pinup Lioness



I liked the Katar design from the Lioness so much, that I used them as the Lion Beast Katar's players can craft in the game.





# Sculpting the Phoenix

Hand sculpted at scale by Jacques-Alexandre Gillois, the Phoenix remains one of Kingdom Death's most impressive creations.









